

Our Game Notebook: Alchemy Plus

here is our code link:

<https://docs.google.com/a/aurorak12.org/document/d/1aG5ZqGIAfD1q-s2vOvnnvokKy45LS75D9smsDiWZQZIM/edit>

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Technology Fair Student Notebook

Project Plan

(Click on the gray box, then begin typing to enter information. A completed copy of this page must be submitted for your application.)

Project Title:

Alchemy Plus

Team Members:

Joey Stockton,
Amelie Nguyen,
Blake Jewell

School:

Grade Level: 5

Aurora
Quest

Competition Category (check which one)

Web 2.0

Productivity Software Projects

Multimedia Applications

Digital Art & Photography

Digital Storytelling

Podcasting

Programming ✓

Robotics

Hardware and Software Used

List all the hardware used to create this project.

Computer
Phone

List all the software used to create this project.

Briefly describe your project

Our project is named Alchemy Plus. Basically you start out in the beginning of the game, with four simple elements, water, earth, air, and fire. Then, you use those elements to create new and different elements. The elements that you create are added to your sidebar/inventory. You can use these new elements to create more elements. If you create all the 100 elements, you win the game.

Narrative

(This page is not required for your application, but must be available for judging at the Technology Fair.)

Why did you create this project?

We created this project because we wanted to further explore our knowledge about simple ordinary computer games and make copies for ourselves. We were being taught in programming club about the game so we went all out for it.

What did you learn while working on this project?

Amelie- I learned for the first time about programming and that it doesn't take much to program. It was knowledgeable at times when I learned about for loops, functions, index, css, and javascripts. I had fun and expanded my brain's smartness.

Joey- This was not my first experience at programming, however it was my first experience making a more difficult game in Javascript. I learned a lot more about for loops and if loops. I did a lot of this code during programming club and I enjoyed debugging parts of this program.

Blake - Like Amelie, I learned the first time that computer programming can be interesting. It expanded my teamwork with my teammates a.k.a my classmates. We worked together to achieve the highest goals possible.

We learned as a group: We got better at coding altogether and we learned more about what makes a game.

Why is this project important to you?

Amelie- This project is important to me because it has shown me a lot about what I have never learned and that there is way more to things I've seen online. I remember things that set very big checkpoints in my life so this will be effecting.

Joey- This project was important to me because I learned about what it takes to make a game. This is important to me because it is one of my first large coding projects.

Blake- This project was important to me because it expanded my knowledge of programming, and things that I have never known before. Before programming I was part of a robotics team. I saw a robot that was computer programmed, unlike the programming skills that I knew then. I really wanted to computer program so that I could create and program like the one I saw that day. I joined programming club, and that's how I know my programming knowledge today.

We find this important as a group because... the group learned how to work together as a group. We learned things together and things that we knew, we shared with each other. We have a great team and a great reference. As a team, I think that we have great project, but an even better team spirit.

Procedure

(This page is not required for your application, but must be available for judging at the Technology Fair.)

Describe all of the steps needed to create your project.

First, we needed to know what we were doing. Joey's dad searched the game and so he started teaching it in programming club. Everyone had a developing curiosity about the game, Little Alchemy.

Second, we needed to learn about the basic functions, for loops, and if loops in javascript. Every Tuesday at programming club, Joey's dad found new functions that were needed to be learned and taught it to us using our knowledge of what to put in. By the time we learned about this tech fair, we had learnt about the basic functions that made the game possible but didn't actually make the pictures, sounds, gameboard, or anything visual.

Third, we had to draw the elements and get them programmed into the code.

Fourth, we had to get even more of the work done.

Fifth, we had to edit the code so it would be our own work, not the programming teacher's, Mr. Stockton.

Sixth, we created this, our Alchemy Plus: Notebook.

Finally, we present our project here, at the 2015 Technology Fair, to present to the judges.

Bibliography

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We drew all of the images

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